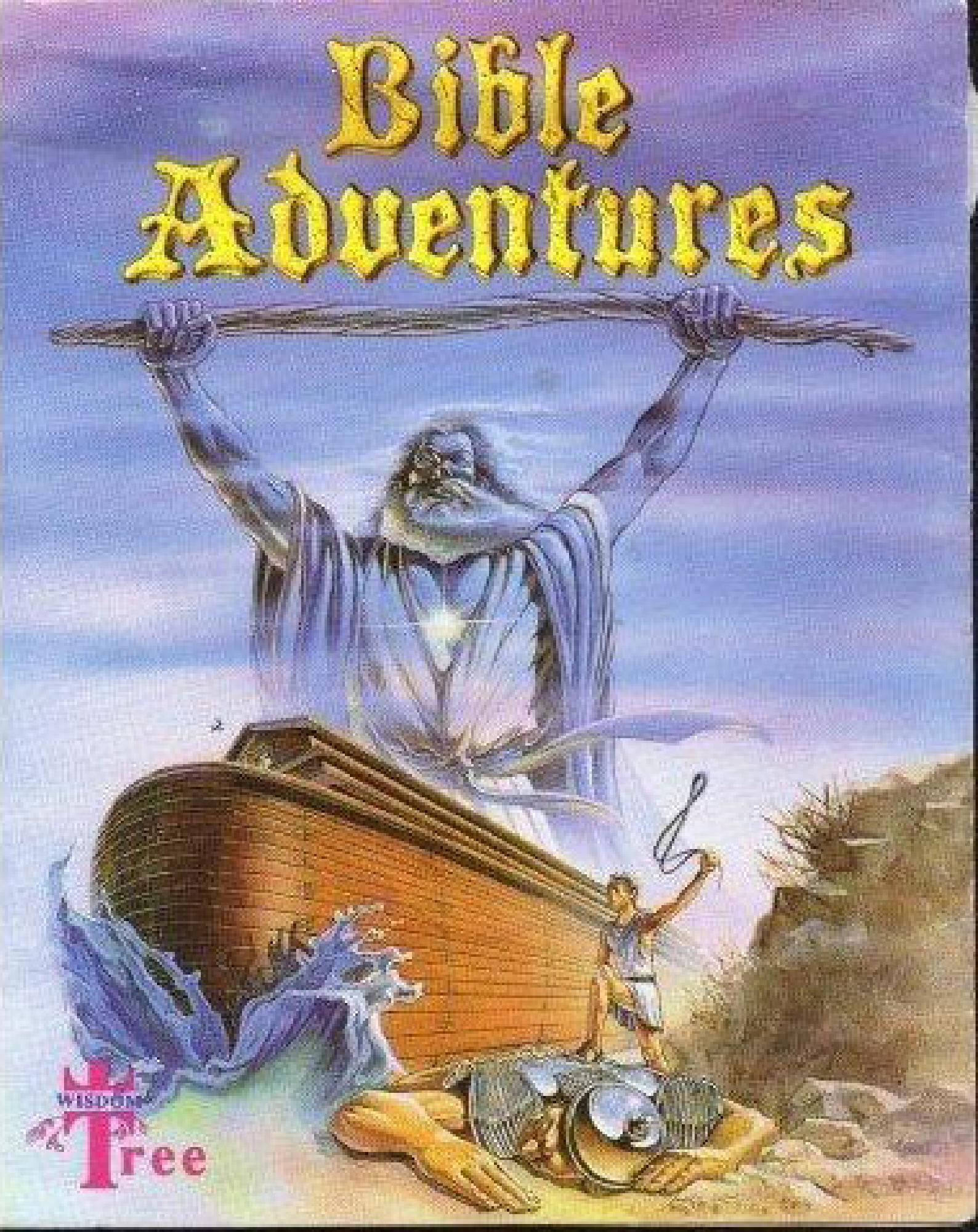
Bible Adventures



WISDOM Tree

BIBLE ADVENTURES

INTRODUCTION

Experience the excitement of three stories from the Old Testament. As Noah, you must gather two of every animal plus food to feed them before the big storm hits. As the mother of Moses you must save your baby before the Pharaoh's soldiers can throw him into the river. As David you must prove yourself by protecting your flock of sheep from lions and bears. Finally, you will fight the mighty Goliath himself using only your sling and five stones.

CONTROL

LEFT & RIGHT ARROWS: Pushing left or right causes the HERO character to move in that direction.

UP & DOWN ARROWS: Pushing up or down allows the HERO to move up and down trees and cavern walls.

UP ARROW: This allows the hero to enter caverns and doorways.

"A" BUTTON: The hero jumps upward. If the "A" Button is pressed while holding the DOWN Arrow, the hero will jump downward.

"B" BUTTON: This causes the HERO to pick up an object. If the HERO is already carrying an object, the object will be thrown. If the "B" Button is pressed while holding the DOWN arrow, the object will be dropped instead of thrown. If the "B" Button is pressed while holding the "UP" arrow, stacked objects will rotate their postions (this only applies when you are carrying more than one object).

SELECT BUTTON: When SELECT is pressed, a status screen is displayed.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo the Nintendo System.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

*** Nintendo, Nintendo Entertainment System and NES are tradenarks of Nintendo of America, Inc..

NOAH'S ARK

God looked upon the earth, and, behold, it was corrupt. So God asked Noah to make an ark of cypress wood and bring into the ark two of every living thing of all flesh; they shall be male and female. In each world Noah has to complete a checklist of animals which calls for a pair of every unclean animal, and seven pairs of every clean animal. As these animals come to the ark, Noah will pick them up or lead them into the ark.

Unfamiliar with the presence of other animals, many become restless. It may take some of their favorite food to calm them down. See if you can figure out which type of food each animal prefers.

You will discover that there are too many of some species of animals for all to go into the ark. Don't expect too much cooperation from them. Especially watch out for the tree snakes and the woodpeckers. Perhaps you will have to find friendlier snakes elsewhere to complete your checklist. Be careful when aggressive birds get too close.

Trying to get a couple of spirited monkeys into the ark can be quite a challenge. They have a habit of throwing things around which may create a problem. Perhaps a couple of bananas will convince them otherwise.

When Noah is running or jumping, some of the animals will become too heavy to carry. The best way is to push them a little bit at a time or you can try to lure them with food. Remember that bulls and oxen may get anxious and charge you if you approach them from the front.

In the second world, Noah will have to gather enough food for the journey. At this point, most of the remaining animals will not be of any value to Noah. Instead they will try to eat the food.

At sundown, Noah will have to use light generated by the fireflies.

Use the controls to make Noah jump, pick things up, climb trees and scale the inside of caves. If you press SELECT, you can see what Noah has left to gather. Use the UP Key to enter caverns and doorways.

When you encounter a stone tablet, you can pick it up and read it by pressing the B Button. The tablets contain quotes from the Bible, and they give Noah clues and strength to accomplish his mission. Collect all the tablets and read them carefully.

SAVE BABY MOSES

The Pharaoh of Egypt has given orders to his soldiers to cast every male baby born to the Hebrews into the Nile River. A daughter of the house of Levi has given birth to a goodly son. Baby Moses is doomed unless you can help his mother to evade the many dangers and guide her to the river. There she will put Moses into a little ark made of bulrushes and pitch.

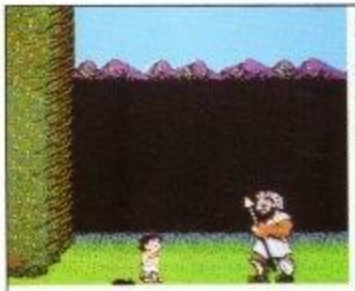
You'll have to guide Moses' mother through the Egyptian landscape and to the river bank. Guards are everywhere, and they will try to capture her.

You can pick up Baby Moses the same way you pick up other objects, but be careful when you carry him. He prefers to be on top of everything else that you carry. Press UP and the B Button to rotate your stack.

Other obstacles will get in your way. Watch out for tarantula spiders and naughty kids. Beware of the soaring cranes that may take the mother of Moses away from her destination.

You will encounter stone tablets containing Biblical quotes. These provide clues and give you extra health and strength. Gather the tablets and study them carefully.

Each level increases in difficulty.



DAVID AND GOLIATH

PART 1. David must prove himself by fighting lions and bears to protect his flock of sheep.

Initially, David has to gather his flock of sheep. Some of them have strayed and might be just about anywhere. David will have to find the lost ones and carry them back to the main flock. Lions and bears will try to eat the sheep unless David can find and save them.

You'll have to help David climb up the sides of hills and trees. Squirrels will toss acorns and try to knock you off the trees. Scorpions will block your path. Mountain goats will try to charge you with their horns. When the entire flock is gathered, you have completed the level.

Again, you will encounter little tablets containing Biblical quotes. Study them carefully.

PART 2. David fights Goliath

David must fight Goliath and his shield bearer. The shield bearer will protect Goliath until you defeat him. After defeating the shield bearer, you will have to fight Goliath. If you can hit him in just the right spot, you can get him with one shot.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- REORIENT the receiving antenna.
- RELOCATE the NES with respect to the receiver.
- MOVE the NES away from the receiver.
- PLUG the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/TV technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

* Note:NES is the abbreviation for Nintendo Entertainment System.

90 DAY LIMITED WARRANTY

Wisdom Tree Inc. (MANUFACTURER) warants to the original purchaser that this Wisdom Tree Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Wisdom Tree will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE:

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-days warranty period to: WISDOM TREE INC. CUSTOMER SERVICE DEPARTMENT-2700 E IMPERIAL HWY., BLDG. B, BREA, CA. 92621

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering,unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Wisdom Tree be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

IF YOUR GAME DOESN'T WORK

IF AFTER INSERTING THIS CARTRIDGE IN YOUR SYSTEM THE TV SCREEN PROCEEDS TO FLASH ON AND OFF, YOU MAY GET AN IMMEDIATE EXCHANGE BY EXCERCISING THE FOLLOWING STEPS:

1. Insert cartridge in and out of the Nintendo® system several times to make sure all connections are clean.
2. If your cartridge still fails to work, then call 1 (800) 77-BIBLE for a RMA# (Return Merchandise Authorization No.). This phone number is not intended for game tips.
3. Return the cartridge in its original box to the following address with the RMA# on the box.

WISDOM TREE, INC. Customer Service
2700 E. Imperial Hwy., Bldg A, Brea, CA. 92621

PLEASE DO NOT RETURN THE CARTRIDGE TO THE STORE where it was originally purchased. Your Nintendo® system may require a special 1.28 cartridge. This is true for Nintendo® system with serial number over N28000000.

We will be glad to exchange your cartridge and ship it by air at no cost to you.

© 1990, Wisdom Tree, Inc. Scripture taken from the HOLY BIBLE, NEW INTERNATIONAL VERSION. Copyright© 1973, 1978, 1984 International Bible Society. Used by permission of Zondervan Bible Publishers.

WE APPRECIATE YOUR BUSINESS AND LOOK FORWARD TO PROVIDING FRESH AND EXCITING PRODUCTS.